Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 26×3881 Effective January 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE OR SMALL ENTITY TOTAL CLAIMS .2 RATE FEE RATE FEE BASIC FEE BASIC FEE 375.00 750.00 NUMBER EXTRA NUMBER FILED FOR OR TOTAL CHARGEABLE CLAIMS 2 minus 20= X\$ 9= X\$18= : OR INDEPENDENT CLAIMS minus 3 = X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR * If the difference in column 1 is less than zero, enter "0" in column 2 OR TOTAL TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY -30-06 **SMALL ENTITY** OR (Column 1) (Column 3) (Column 2) CLAIMS HIGHEST ADDI-ADDI-⋖ REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY** AMENDMENT **AFTER EXTRA** FEE **AMENDMENT** PAID FOR FEE X€18= Total Minus 31 X\$9=OR 950 Minus Independent *** X42≈ X83= 200 OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL 1150 OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL PREVIOUSLY RATE RATE TIONAL AMENDMENT AFTER **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X42 =X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-S REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AMENDMENT **PREVIOUSLY AFTER EXTRA** PAID FOR AMENDMENT FEE FEE Total Minus X\$ 9≈ X\$18= OR Independent Minus = X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Pald For" IN THIS SPACE is less than 20, enter "20," ADDIT, FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.